VIRTUAL BOY™

SPACE SQUASH

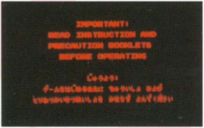


VUE-VSSE-JPN

CONTENTS

1 BEFORE STARTING THE GAME

First, insert the "Space Squash" cartridge into the main body of the Virtual Boy. Then, turn on the power. If inserted correctly, the moment the power is turned on, a sound effect like a "ping" will go off. After a few moments, the screen of "Photo 1" will appear on the Virtual Boy's screen.



{{Photo 1}}

After about 4 seconds after the screen of Photo 1 is first displayed, press the A Button or START Button to switch to the "Interpupillary Distance Adjustment Screen," such as appears in "Photo 2." Here, by turning the "IPD Adjustment Dial" located on the upper part of the main body of the Virtual Boy, please be sure to adjust it to a state where the VB mark can be seen in each of the four corners of the screen. (Rarely, there are times when 4 marks cannot be seen; in such cases, please adjust it so that the minimum of 3 VB marks can be seen.)



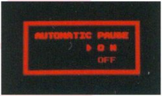
{{Photo 2}}

Please adjust it so that you can see a mark in each of the 4 corners, like this:



For other adjustments, please read the instruction manual of the Virtual Boy itself.

Next, when you have finished the adjustment, please press the A Button. The "Automatic Pause Setting Screen" will be displayed, such as appears in "Photo 3." Up or down on either the left or right control pad moves the cursor, and you can select the setting of ON or OFF. When you press the A Button or START Button to choose one of the options here, it switches to the title screen.



{{Photo 3}}

※ When the Automatic Pause is set to ON, if you proceed in the game without applying the pause for at least 20 minutes during the game, the message screen in "Photo 4" will automatically be displayed at the moment that it advances to the next stage. When you encounter this screen, please be sure to take a reasonable break and rest your eyes and body. Once you get a reasonable break, please press the START Button.
You can then resume the game.



{{Photo 4}}

※ The length of time for the Automatic Pause is only a rough estimate.
During the game, please apply the pause without fail and take a reasonable break.

※ When the pause is applied, some of the objects and obstacles will quickly disappear. This is the nature of the game and is not a malfunction. When you cancel the pause, it returns to the original.



{{Photo 5}}

Once you have decided on the Automatic Pause Function, it switches to the title screen ("Photo 5").

At the title screen, if you press the START Button, it will go to the game. If you press the SELECT Button, a simple menu will appear. In the simple menu, use up or down on either the left or right control pad to select either GAME START, TRAINING, or CONFIG MODE and press the A Button to choose. (Please refer to page 16 for CONFIG MODE and page 22 for TRAINING.)

When you press the START Button at the title screen when "PRESS START" is displayed, or when you select "GAME START" in the simple menu and then press the A Button, a simple introduction story will be displayed. When the A Button is pressed here, it switches to the display screen of the area map. When the hero, Peatron, moves onto the starting point for the stage, press the A Button to switch to the VS Screen, which is shown in "Photo 6."

Here, by using up and down on the left control pad, you can change the type of charge skill that is displayed under Peatron. Once you have chosen the charge skill by pressing the A Button, the game can be resumed.



{{Photo 6}}

2 THE STORY

Very, very far away from the Earth's galaxy is Animal Star.
This world was the only peaceful star around, where peace always continued day after day.

However, the day came when this was lost.

Out a little from Animal Star, from the Devilvilvil Star located near the convenience store star of the two stars named, there came a group called "Space Thieves Nightmare Group" to Animal Star, in order to suddenly build a mysterious base there.

Unable to bear with it any longer, the chief of Animal Star, "Animal 4126," sent an emergency signal to "B-Rangers," space defense organization..........

THE STORY

"Ahhh, it's peaceful even today."
You, a member of B-Rangers, said, as you cheerfully got a suntan.
Suddenly, (over the radio) "Pēē pē pē. Pēē pē pē. Pē. Pēē pēē pē........."
"It... it's an emergency signal!! Whe... where is it from? An... Animal Star?"

You, the beloved machine Peatron, hopped onto and got into the secret base of the Nightmare Group that was built at Animal Star.

And then, what you saw in their base was a squash court.

"Ha-ha-ha! You've come, Peatron!
If you want to defeat us, you must do so in this game of squash!!"

Thus, Peatron's battle(?) was to begin.

3 OPERATION METHOD

Left Control Pad

{{In Game}}
Moves your machine character, "Peatron," up, down, left and right.
{{Otherwise}}
Moves the cursor selection.



SELECT Button

By pressing this at the time of pause during the game, you can make a parallax adjustment. In addition, it displays the menu in the title screen.

START Button

{{In Game}} Applies the pause, suspending the game temporarily.
{{Otherwise}} This is used at the time of Game Start.

Left Trigger Button

Right Trigger Button

With these, you can use the charge skill. (However, only when the power gauge is at the maximum.)

Right Control Pad

{{In Game} Left = Left-hand punch; Up = Above-head punch; Right = Right-hand punch; Down = Charges the power gauge. {{Otherwise}} Moves the cursor on the map screen.

A Button

Makes a selection decision during the cursor portion.

B Button

Cancels a selection.

※ Please note that, during the game, hitting A+B+SELECT+START will reset the game.

4 SPACE SQUASH IS A GAME LIKE THIS!!

"Space Squash" is an action game that incorporates the simple contents of squash and air hockey... and... that utilizes depth to the maximum.

In this game, the game will unfold in a three-dimensional space. This three-dimensional space is called a stage. Each time you clear four stages, there will be a fight with a boss character. In addition, after a boss character, there is also a bonus stage, where you can earn extra points. Furthermore, in this game, 4 stages + a boss stage + a bonus stage, so 6 stages in total, equals an area.

In Space Squash, at the end of each area, you can choose the next area. Depending on the choice of area, the composition of the stage will also change. Depending on the player, a stage pattern that one is not very good at may follow; conversely, a stage pattern that one is good at might follow. When you clear 4 areas in all, there will be an ending. As for the stage variations among these, with the exception of bosses and bonuses, there are 60 variations of stages in total.

To go into more detail, if you hit back the ball (Psycho Ball) that is coming towards you and knock it past your opponent, you will score a point. If you score 3* points in a stage, you will be heading onto the next stage.

In addition, during the game, from stage to stage, there are different kinds of stages available, such as square stages, horizontally long stages, and vertically long stages. These stages each have a fixed habit, along with nature, of the enemy character. Also, the item boxes and obstacles, etc. add to the features of the stages.

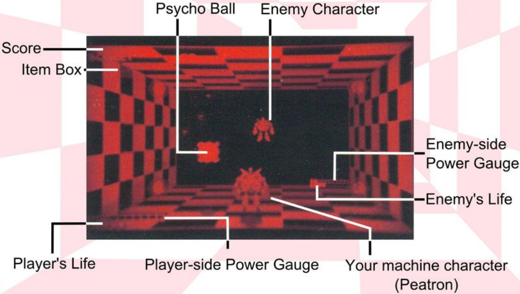
During the game, when you get struck by the ball from the front, you will be stunned and will no longer be able to move for a fixed period of time. Furthermore, you will have one less ♥ mark. When there are no ♥ marks at all, one point will be earned.

Now, please try to experience the world of Space Squash that is sure to excite you.

※ This can be modified in the CONFIG MODE.

5 ABOUT THE GAME SCREEN CONFIGURATION

{{ The Usual Game Screen }}



In Space Squash, basically, you move your machine character, "Peatron", with up, down, left, and right on the left control pad, and you hit back the ball, called the Psycho Ball, with left, right, and up on the right control pad.
Also, while watching the situation, you can go for the parameter of the power gauge by pressing down on the right control pad. When you build the gauge up to the maximum, the name of the charge skill will be displayed.
When you press the left trigger or right trigger button, you can use the charge skill. If you do not apply good timing to the charge skill, however, you may also force yourself into a bad situation.

In addition, a box called an item box may be located in each of the four corners of the screen, but this also varies depending on the stage.

Using the Psycho Ball, when you hit the ball into a box, an item will pop out from the inside. Skillfully pick it up and smoothly proceed in the game.

{{ Boss Stage }}

In terms of the boss, skillfully hitting the ball into a weak point of the enemy will reduce the boss's life. When all of the boss's life is gone, the boss stage will be cleared.

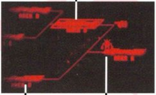
※ In the boss stage, if you are not able to hit the ball back or if Peatron goes down by taking too much damage, you will get a "miss." When all "miss" marks become filled, it is Game Over.

※ The number of misses is dependent upon the match number. When MATCH is changed in the CONFIG MODE, also the number of misses is changed.



{{ Area Selection Screen }}

When the game progresses to a certain extent, you must select the next area. Select the destination area by using up or down on either the left or right control pad and then press the A Button to decide.



6 ABOUT THE CHARGE SKILL

The following 4 types of charge skills are available. You can set one of these before the start of each stage by selecting one with up or down on the left control pad.

"Shoot Ball" ············· Smashes the ball past your opponent at twice the normal speed.
(There are also times when the enemy will hit it back.)

"Homing Ball" ··········· Flies into the opponent. This is smash-inducing.

"Shield" ················· Stretches a shield over your entire territory for a certain period of time.

"Speed" ················· Maximizes the movement speed of your machine character for a certain period of time.

During the game, you can keep building up the power gauge of the charge skill by pressing and holding down on the right control pad. When the gauge is at its maximum power, the power gauge changes to display the charge skill. You can then use the charge skill with the Left Trigger or Right Trigger Button.

When deciding your choice of charge skill, you should take the charge skill and personality of the opponent character or the type of boss character into consideration.

7 ABOUT THE CONFIG MODE

In this game, it is possible to modify the following 6 items. For CONFIG MODE, at the title screen, press the SELECT Button to display the simple menu items "GAME START, TRAINING, and CONFIG MODE." Use up or down on a control pad to select CONFIG MODE. When you press the A Button, you can enter this mode. For modification, using either the left or right control pad, select an item to modify with up or down and modify it with left or right. Press the A Button to exit CONFIG MODE.

LEVEL .... EASY / NORMAL / HARD

This is the degree of difficulty of the game. It can be set to easy with "EASY" and hard with "HARD." (The initial setting is NORMAL)

BGM .... ON / OFF

Choose the presence or absence of BGM (background music). (The initial setting is ON = presence of BGM)

BACK .... A TYPE / B TYPE / C TYPE

Modifies the graphics of the surrounding wall field during the game. Since the game does not change by changing the graphics, please choose your favorite graphics for the game. (The initial setting is A TYPE)

MATCH .... 2 / 3 / 4 Point

Select what the highest match (set) number will be in a match during the game. (The initial setting is 3-Point)

CONTINUE .... 3 / 5 / 7

Select the number of continue options from among 3, 5, and 7 times. Also, the number of times that you can continue can increase, depending on the items that appear in the game. (The initial setting is 3 times)

※ The maximum number of continues is 9.

BRIGHTNESS ...DARK (dark) / MIDDLE (normal) / BRIGHT (bright)

You can slightly change the tone of the entire screen. (The initial setting is MIDDLE)

8 ABOUT THE ITEMS

A mysterious box is sometimes located in a corner within the field.
This is called an "item box." Help Peatron by hitting this with the Psycho Ball, allowing a secret item to pop out.

"CONTINUE+1" ····· Frankly, it's the very thing itself. Increases the number of continues by 1. However, the maximum stock of continues is 9.

"BREAK BLOCK" ··· Instantly destroys all blocks within the field.

"FULL CHARGE" ··· Instantly maximizes the power gauge.

"BONUS POINT" ···· Adds bonus points.
However, the number of bonus points is a secret.

"HP FULL" ·········· Restores all of Peatron's ♥ marks.

"MAX HP+1" ······· Increases Peatron's maximum ♥ number by 1.
However, the maximum stock of ♥ marks is 8.
Also, the ♥ stock number is effective until Game Over.

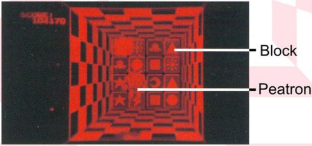
"SPEED UP" ······· Accelerates Peatron's movement.
The speed can be raised up to level 5.
It is also effective until Game Over.

"POWER UP" ······ Strengthens Peatron's hitting-back power.
The speed can be raised up to level 6.
It is also effective until Game Over.

Of these, some items can also be obtained by high marks in the bonus stage.

9 ABOUT THE BONUS STAGE

Just moments after defeating a boss,
Peatron gets to challenge the bonus stage.
This is an unusual stage where you receive points by simply hitting the Psycho Ball into blocks on which pictures are drawn..........
Moreover, in this profitable stage, if you smash everything, in addition to bonus points, you receive an item..........
Now, please steadily break the blocks here and earn those points!



The Bonus Stage is a stage where you simply break the 16 wall blocks in the center. The ball varies according to the degree of difficulty that you choose. If you hit and destroy a block, the ball comes back. Please aim for timing and destroy the blocks with few balls.

Similar to "Concentration," if you consecutively smash walls of the same picture, it ups the score further!!

When you get a high score in the Bonus Stage, you can obtain one of the following items.

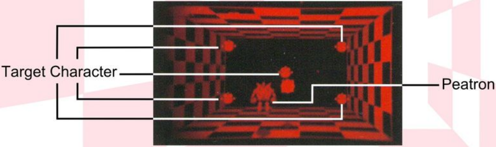
"SPEED UP" ·······Peatron's movement becomes faster by 1 level.

"POWER UP" ······Peatron's power to hit back the Psycho Ball becomes stronger.

"LIFE UP" ···········Increases Peatron's maximum ♥ marks by 1. (However, the ♥ marks will not increase beyond 8.)

10 ABOUT THE TRAINING MODE

At the title screen, by pressing the SELECT Button, the simple menu items "GAME START", "TRAINING," and "CONFIG MODE" are displayed. Use up or down on a control pad to select TRAINING. When you press the A Button, you can enter this mode.



Upon entering the TRAINING MODE, first of all, after the explanation of how to operate appears, press the A Button to enter the training game.

The training game is for practicing how to operate.
This is a game where you simply hit the ball into the five "puffer fish" target characters that are set up in the middle and the four corners.

There are 30 Psycho Balls available. Please accurately hit each individual ball back, putting each one into any of the puffer fish.
At the end of the game, you will see a HIT RATE percentage.

This HIT RATE varies according to the number of hits into the puffer fish.
As much as possible, please strive towards a high percentage.

11 ABOUT THE OBSTACLES

"Whall" (Resistant Block)

When there is something located within the field that does not move....... And then, when there is something that moves in accordance with the laws and that also gets in the way of Peatron....... Also, when there is that figure which hides and enlivens the development of the game, it is merely a resistant block.......

"Whurl" (Gravitational Whirlwind Machine)

While whirling within the field, it interferes with the Psycho Ball.
When the condition is good, it will also move itself within the field while whirling.

"Bammboo" (Bamboo Shoot-type Whirlwind Machine)

Like a bamboo shoot that has suddenly grown from the ground or ceiling, it interferes with the movement of the Psycho Ball....... As for the identity of this, it is, of course, a space version of the bamboo shoot.......

"Smi-smiling Fish" (Smiling Mark)

This is a fish that flies around within the field while always smiling. This fish seems to have the intention of helping Peatron, but no matter how it looks, it is just a mere obstacle.......

In addition, there are other various obstacles in the secret base.
Please find the other obstacles with your own eyes and skill.

12 NIGHTMARE GROUP

Space Thieves Nightmare Group.......
Now, the opponents whom Peatron fights are these!!

{{Fishchara Team of 4}}

"METABE"

...... seems to look the same as Peatron, but.......

"PAOZO"

...... at any rate, power and physical strength are tremendous.
But, due to the body shape.......

"RABBIX"

......quickness is quite like a rabbit's.
Whether or not there is only this charge skill for this one to win...?!

"BURDLEE"

...... the leader of the Fishchara Team of 4.
As one would expect, this one is a quite formidable leader.

{{4 Bosses of the Nightmare Group}}

"SNAY-Q"

......you hesitate in front of the gate, as a wiggling body blocks your way. There is only the self-proclaimed tough element, and there is no attack by the thing. But, as for a weak spot......?

"KOMOREE"

......this fellow is like a ninja. When the alter ego is divided into eight bodies, the ♥ are not reduced at all. However, you can go around hitting the alter ego....

"MONKI-DK"

......it's as though a gibbon has been altered. It sets up attacks by using its own body. If you are preoccupied with just the arm.......

"???????"

......this is the leader of the 4 bosses of the Nightmare Group...
THE boss of Nightmare Group. No one has seen this one's form.......

Can you ever reach this boss?

13 ABOUT CONTINUE

In Space Squash, there are only the following 2 types of Game Over.

- You are defeated by a boss.
- 3* points are earned by an opponent.

However, in Space Squash, although there is a limit on the number of times, you can continue (continue the game).

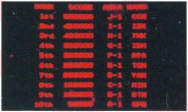
If you select "Yes" in the continue screen, you can resume the game from the beginning of that stage.

However, this would reduce the number of continues. If you select "No" in the continue screen, then it is Game Over.

The maximum number of continues is 9.
Please note that during the game, the item called "CONTINUE+1" simply cannot increase the number beyond 9.

*If you change the MATCH number in the CONFIG MODE, you get defeated when the opponent earns the number of points to which it was changed.

14 ABOUT HIGH SCORE ENTRY



In Space Squash, when you get a certain score, you can make a 3-letter name registration in the high score entry screen.

To input a name, select each letter with up, down, left or right on either the left or right control pad, and input each with the A Button. You can return to the previous input with the B Button.

When you press the A Button at the third letter, the entire input will be determined.

※ All the records of the high score entries are lost when the power is turned off.

※ When you choose "Continue" in the Continue Screen, even if you got a high score, the score returns to zero and cannot be registered among the high score entries.

15 PEATRON'S "KEY TO CERTAIN VICTORY!!"

Your game isn't going very well...... You don't know what to do.......
For such a person, we'll teach you a little bit of simple winning strategy!!

1. Even the opponent characters have acquired charge skills. When "ATTACK!!" appears in the place of an opponent's power gauge, watch out!!
2. The boss changes as it keeps getting hit by the ball....... Also, think you cannot defeat it by any means? When you cannot readily defeat it, try different things! Please try using the "Homing Ball" charge skill. Then see......!
3. There are unique characteristics in the opponent characters. Once you grasp the characteristics of each, the development of the game should become much easier!!
4. Just cannot seem to win? At such a time, how about trying to change the route of choice? What? You cannot make it past Area A......!? In that case, you will have to practice more....
5. The Psycho Ball goes through an obstacle!? In rare cases, when the game is prolonged and the hitting back persists and the velocity of the ball keeps speeding up steadily, it is said that there are times that when one makes a deadly shot, it will go through an obstacle....... Will you ever be able to experience this legendary shot?



This product is for sale and use in Japan only;
in addition, commercial rental is prohibited.

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